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Subject: .lsd file causes doors not to open  
Posted by [sycar](#) on Mon, 04 Sep 2006 16:47:32 GMT  
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on my recently modified map i need to include the lsd file in the server to make my waypaths work correctly. however the lsd file seems to cause the doors to buildings not open, and instead you lag through them.

any ideas? Thanks!

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Subject: Re: .lsd file causes doors not to open  
Posted by [Zion](#) on Mon, 04 Sep 2006 19:38:31 GMT  
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.lsd crashes the server right?

Try adding the objects.ddb too, don't forget the .ldd if it's serversided map.

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Subject: Re: .lsd file causes doors not to open  
Posted by [sycar](#) on Mon, 04 Sep 2006 20:08:37 GMT  
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yes .ldd and .ddb are both in there. i put them in on all my maps. but this specific one ive used waypaths in and the only way i could get the waypaths to function correctly was to put the lsd file in the server. On this current map, no it doesnt crash it, just causes the door error.

Any ideas?

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Subject: Re: .lsd file causes doors not to open  
Posted by [Ivan275](#) on Mon, 04 Sep 2006 21:11:56 GMT  
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you have the w3d for the door in question in your map file right?

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Subject: Re: .lsd file causes doors not to open  
Posted by [sycar](#) on Mon, 04 Sep 2006 21:39:02 GMT  
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im working serverside so i havent changed what w3d files are in there.

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Subject: Re: .lzd file causes doors not to open  
Posted by [IronWarrior](#) on Tue, 05 Sep 2006 02:54:31 GMT  
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buffymanick wrote on Mon, 04 September 2006 16:39im working serverside so i havent changed what w3d files are in there.

What map are you working on`?

If you are using any of the Mission SP maps, I know on the Kanes Castle map, the doors in the barracks will not open for any reason.

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Subject: Re: .lzd file causes doors not to open  
Posted by [sycar](#) on Tue, 05 Sep 2006 12:26:20 GMT  
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no im working on city\_flying lol!

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Subject: Re: .lzd file causes doors not to open  
Posted by [LR01](#) on Tue, 05 Sep 2006 15:37:18 GMT  
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I know, I have that bug to, did you used the .lvl from westwood?

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Subject: Re: .lzd file causes doors not to open  
Posted by [sycar](#) on Tue, 05 Sep 2006 20:05:36 GMT  
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there isnt a .lvl from westwood for city\_flying so i opened up city and added the presets to make it city\_flying. but yea, stupid lzd causes the doors to fuck up.

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Subject: Re: .lzd file causes doors not to open  
Posted by [LR01](#) on Wed, 06 Sep 2006 13:40:08 GMT  
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Quote:there isnt a .lvl from westwood for city\_flying so i opened up city and added the presets to make it city\_flying  
So did you used the .lvl of city ore not?

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Subject: Re: .lzd file causes doors not to open

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Posted by [sycar](#) on Wed, 06 Sep 2006 15:16:09 GMT

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yes i did use it.

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Subject: Re: .Isd file causes doors not to open

Posted by [Oblivion165](#) on Wed, 06 Sep 2006 23:58:19 GMT

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Problem, the w3d for City is different than City\_flying. Im not certain, but the building exteriors for flying maps may use a different preset for doors.

Collision.

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Subject: Re: .Isd file causes doors not to open

Posted by [sycar](#) on Thu, 07 Sep 2006 00:40:05 GMT

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well my mods on walls\_flying work, but that would probably be because i didnt include .Isd file for that map. So suggestions? i dont really know much about w3d files etc.

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Subject: Re: .Isd file causes doors not to open

Posted by [LR01](#) on Thu, 07 Sep 2006 15:00:46 GMT

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load city\_flying.w3d?

(but if I load M03.w3d and include the .Isd , it doesn't work either)

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Subject: Re: .Isd file causes doors not to open

Posted by [matty3k10](#) on Thu, 07 Sep 2006 22:04:52 GMT

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I always just opened up the >mapname<.Isd in level edit and went to work, the only problem with this method is once you close level edit and reload the map the terrain dosnt reappear -\_-.

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